(such as non-volatile RAM and/or ROM) also forms part of CPU **2662**. However, there are many different ways in which memory could be coupled to the system. Memory block **2661** may be used for a variety of purposes such as, for example, caching and/or storing data, programming instructions, etc.

[**0239**] Regardless of network device's configuration, it may employ one or more memories or memory modules (such as, for example, memory block **2665**) configured to store data, program instructions for the general-purpose network operations and/or other information relating to the functionality of the techniques described herein. The program instructions may control the operation of an operating system and/or one or more applications, for example.

[**0240**] Because such information and program instructions may be employed to implement the systems/methods described herein, the present invention relates to machine-readable media that include program instructions, state information, etc. for performing various operations described herein. Examples of machine-readable media include, but are not limited to, magnetic media such as hard disks, floppy disks, and magnetic tape; optical media such as CD-ROM disks; magneto-optical media; and hardware devices that are specially configured to store and perform program instructions, such as read-only memory devices (ROM) and random access memory (RAM). The invention may also be embodied in a carrier wave traveling over an appropriate medium such as airwaves, optical lines, electric lines, etc. Examples of program instructions include both machine code, such as produced by a compiler, and files containing higher-level code that may be executed by the computer using an interpreter.

[**0241**] Although the system shown in **FIG. 26** illustrates one specific network device of the present invention, it is by no means the only network device architecture on which the present invention can be implemented. For example, an architecture having a single processor that handles communications as well as routing computations, etc. is often used. Further, other types of interfaces and media could also be used with the network device. The communication path between interfaces may be bus based (as shown in **FIG. 26**) or switch fabric based (such as a cross-bar).

[**0242**] The above-described devices and materials will be familiar to those of skill in the computer hardware and software arts. Although many of the components and processes are described above in the singular for convenience, it will be appreciated by one of skill in the art that multiple components and repeated processes can also be used to practice the techniques of the present invention. For example, the "layering" techniques (e.g., as described above with reference to the flow chart of **FIG. 19B**) may be practiced in combination with other methods, e.g., those having more than one bingo number associated with an area of a bingo card.

[**0243**] Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims.

We claim:

1. A method of conducting a bingo game involving a plurality of players, the method comprising:

forming a plurality of bingo cards by assigning a plurality of areas of each bingo card to corresponding playing card symbols;

mapping bingo numbers to areas of the bingo cards, wherein the mapping differs as to at least some areas of each bingo card;

providing at least some of the plurality of bingo cards to players;

randomly drawing the bingo numbers;

indicating hits on each bingo card when a randomly drawn bingo number corresponds with a bingo number on an area of the bingo card; and

determining when a player's bingo card achieves a winning pattern of hits, the pattern corresponding to a hand of playing cards.

2. The method of claim 1, wherein the playing card symbols are selected from more than one deck of playing cards.

3. The method of claim 1, wherein a playing card symbol assigned to an area of a bingo card is revealed to a player only after there is a bingo number is drawn corresponding to the area of the bingo card.

4. The method of claim 1, wherein the mapping step comprises mapping more than one bingo number to a selected area of a bingo card.

5. The method of claim 1, wherein the bingo cards are N×N bingo cards.

6. The method of claim 1, wherein the bingo cards are N×M bingo cards.

7. The method of claim 1, wherein the pattern is an interim win pattern.

8. The method of claim 4, wherein the selected area is selected by a player.

9. The method of claim 4, wherein the selected area is selected by a gaming system.

10. The method of claim 4, wherein the indicating step comprises indicating when there is a hit on one of the bingo numbers in the selected area.

11. The method of claim 4, wherein the determining step comprises including the selected area in a pattern only when there is a hit on all of the bingo numbers in the selected area.

12. The method of claim 4, wherein the indicating step comprises displaying a corresponding playing card symbol in at least a portion of the selected area only after there is a hit on one of the bingo numbers in the selected area.

13. The method of claim 12, further comprising the step of requiring the player to select or discard the corresponding playing card symbol within a predetermined period of time after indicating when there is a hit on a first one of the bingo numbers in the selected area.

14. The method of claim 12, further comprising the step of displaying another corresponding playing card symbol in at least a portion of the selected area when there is a hit on another one of the bingo numbers in the selected area.

15. The method of claim 13, further comprising:

receiving an indication that the player has selected the corresponding playing card symbol within the predetermined period of time; and